

GOLDRUPPER

II

Taken from Amiga-Manuals-Website



GOLDRUNNER

STORY

Fifty years ago, a brave and bold warrior defeated a powerful force of space pirates to secure a new world for the human race, fleeing from the now dead Earth. The past five decades of life on the Ring-worlds of Triton have altered the life of the Human race. Man is no longer a warrior; his technological advancement has bred a new fighter. Robot pilots now defend his new home. With no concept of fear and reactions a little slower than the speed of light, they are the formidable force which has prevented reprisals from the pirates; until now.

In a daring and swift surprise raid, most of these robot pilots were captured by the pirates, and are now being held on the 16 disused space research platforms on which they were forced to take refuge. The pirates are probably planning an attack on the Ring-worlds which, now undefended, will undoubtedly fall; especially if our own robots are used against us. It is imperative that these robots are returned, or at least destroyed, otherwise the Human race will come to an end.

As the descendant of the Goldrunner; now a legendary hero, you are the only one who can take on the near impossible task of flying a single seater fighter to the platforms, surviving the pirates own substantial cyborg defence system completely unaided, and recovering as many robots as you can. Even with the latest Goldrunner II fighter this will be an extremely difficult mission, and you can only be expected to do your best. However; you must bear in mind that if your best is not good enough, the human race will die.

THE GOLDRUNNER II STRIKE ASSAULT COMBAT SPACE FIGHTER

The GRII is constructed from the latest super-alloy for high strength and light weight. It cannot be destroyed by cannon fire, but impact may result in changes to velocity. Collision with tall solid constructions will cause terminal damage. Your ship will be fitted with a holding unit which can contain no more than 5 robots at one time. The powerful wing mounted lasers will destroy all cyborgs, although some will require more shots to destroy than others.

THE MISSION

The robots are carried along roads by Transporter Cars. Destroy the Transporter Cars to release the robots. Recovery ships (usually green and yellow) will be launched from underground silos and will attempt to retrieve them. You will not be able to land safely on the platforms, so the only way to get the robots back will be to shoot the Recovery Ships (now red and yellow) and then catch the robots in mid air before they disintegrate. Caution; when Recovery Ships are in the process of recovering robots, they defend themselves vigorously. Recovery Ships mutate into Magnet Fighters/Mines at different times on different platforms. Magnet Fighters and Magnet Mines track your ship at all times. When shot, Magnet Mines explode dangerously!

Once you are holding robots, you must drop them onto the teleport zones. The robots will be in protective canisters ready for teleportation back to the Ring-worlds of Triton. When all the robots have been recovered or destroyed, the Mother-ship will fly over the platform, and you can continue to the next one.

The later platforms are equipped with Noumenon Missiles which fly in formation. If you are hit by one, it will destroy one of the robots you are carrying. Fighter-2s may appear after a period of time as a result of spontaneous universal cyborg metamorphosis. They track your ship and are very difficult to destroy. Alternatively, the Fighter-1 Carrier may appear. This is a dirty great huge ship. When attacked, individual Fighter-1s break off and attack you.

Radio-active dust clouds will pass over the platforms at various times during your mission. These are relatively harmless, but will however absorb your laser bolts.

To help you, Mission Control at Triton will fire Smart Bombs through space to platforms for you to use against your adversaries. When used, a Smart Bomb will send a burst of energy over the whole platform. The force on each enemy craft is equivalent to a single laser bolt.

CONTROLS

Mouse: Right button to fire.
Left button to use Smart Bomb.

Joystick: Usual control with [SPACE] to Smart Bomb.
(best use a joystick which sticks to the table)

Keys: [Z] and [X] move you left and right,
[;] and [.] accelerate you up and down.
Right [SHIFT] fires lasers and
[SPACE] Smarts.

[HELP] pauses, and gives game statistics,
[UNDO] rejoins the game.

F Keys: [F1] quits the game,
[F2] virtically uncentres ship,
[F3] virtically centres ship,
[F4] music off, sound effects on,
[F5] music on, sound effects off,
[F6] deactivate tutorial messages,
[F7] activate tutorial messages,
[F8] you might work this out one day...
[F9] then again, perhaps not,
[F10] force 50Hz opperation.
(use this if you suffer from the 60Hz disease)

To drop robots onto the teleport zones, simply fly over them.

SCORING

During play a Subscore is kept and is displayed at the top right hand side of the screen. Different cyborgs have different scores and you get points for picking up and dropping robots. At the end of each level this subscore is multiplied by your Recovery ratio (the percentage of robots which you manage to save) and is added to your total score, displayed vertically on the right hand of the screen. If you attain a recovery ratio of above 50% you get an extra GRILL, and a 100000 bonus is awarded for 100% ratios. If you should fail to dock with the Mother-ship your recovery ratio will be halved.

If your eventual score is amongst the 99 all time best, you will be able to record your name for posterity. Click on the letters with right button or use joystick and fire button. The left mouse button deletes.

LOADING

Put BOOT disk in drive A: and turn computer on. If you have a drive B: insert DATA disk into it, otherwise wait for the instruction INSERT DATA DISK and put it in drive A: (take the other disk out first!).

Make sure at all times that the BOOT disk is physically right protected, and the DATA disk is not.

IMPORTANT

IF THIS DISK FAILS TO LOAD PLEASE RETURN
JUST THE DISK TO

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